

YASH CHAMRIA

Game Programmer | yashchamria.github.io
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KEY SKILLS

- Gameplay • AI • Code architecture • Scripting • Project delivery
 - Issue resolution • Optimization & Profiling • Algorithms
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TECHNICAL SKILLS

- **Languages:** C++ (3 years), C# (2 year)
 - **Tools:** Unreal Engine, Unity, Git, Premake, CMake, Visual Studio, Assembla, Trello
 - **Libraries:** SFML, OpenGL, Dear ImGui, GLFW
 - **Art:** Maya, 3Ds max, ZBrush, Substance painter, Photoshop, Premiere pro, After effects
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EDUCATION

- **Game Development | Programming specialization (Honors)** **Jan 19 – Apr 22**
Algonquin College of Applied Arts and Technology
 - Developed proficiency in programming (C++, C#) and documentation.
 - Created games using established game engines (Unity, Unreal) and custom engines.
 - Utilized version control and project management tools (Git, Assemble, Trello).
 - Expertise in various disciplines of game development, including art, level design, and script writing.
 - **Advanced 3D, Graphics & Compositing | 3D Specialization (Excellence)** **Apr 17 - Jul 19**
Maya Academy of Advanced Cinematics
 - Created 3D art based on 2D concepts and requirements.
 - Followed industry-standard pipeline, including modeling, baking, sculpting, LODs, texturing, lighting, rendering techniques, and best practices.
 - Utilized 3D modeling tools like Maya, Max, and ZBrush.
 - Employed texturing tools such as Substance Painter and Photoshop.
 - Worked with editing and compositing tools like Premiere Pro and After Effects.
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PERSONAL PROJECTS

- **Base building game (C# / Unity)**
 - Procedurally generated low-poly planet with custom shaders.
 - Custom event, scene, and input handler implementation.
 - Creation of structures and placement system.
 - Added missions, dynamic news reporting, wave spawner, and simulation controls.

- **Pathfinding visualizer (C++ / SFML)**
 - Implemented Astar, Dijkstra, Breadth-first and Depth-first algorithms.
 - Utilized design patterns (strategy, adapter, facade) and best practices.
 - Offered result visualization and benchmarks.
- **Game framework (Modern C++) | In early stage**
 - Implemented high-level engine architecture and event system.
 - Developed input system and entity component system.
 - Currently working on OpenGL renderer.
 - Library dependencies: GLFW, GLAD, Dear ImGui, Spdlog and GLM.
- **Humorous narrative-driven fighting game (C# / Unity)**
 - Implemented code architecture and event system.
 - Developed scene manager and input system.
 - Constructed Dialogue system and Skill tree.
 - Implemented AI and NPC logic.
 - Managed documents and scrums, team meetings and team board on Assembla.
- **Turn based strategy game (C++ / UE4)**
 - Implemented tilemap and camera system.
 - Built character and turn-base system.
 - Utilized behaviour tree for AI logic.
 - Created UML, process views and design documents.
 - Produced art assets and designed all levels.

OTHER EXPERIENCE

- **Shift Manager | Burger King** **Feb 21 - present**
 - Collaborated with the team to maximize the efficiency, performance and quality of work.
 - Managed stressful situations while maintaining customer service and work quality.
 - Trained employees to follow required procedures while maximizing the output.
 - Resolved crew and customers' queries, concerns and complaints.
- **Assistant Manager | Little Caesars** **Jan 20 - May 21**
 - Managed multiple tasks in a fast-paced environment.
 - Led the team to fulfill customer demands.